

During our workshop, we are going to participate in the following collaborative activities

Engaging Stakeholders
(Topic Sensitization)

Measuring Impact
(Future Sessions)

Ice-breakers

Designing an alarm clock and sharing it in a group

Introduction

Sharing the results of the pre-workshop survey

Empathy Mapping

Building empathy with the assigned persona

Creating an empathy map (pain, gain, wants, etc.)

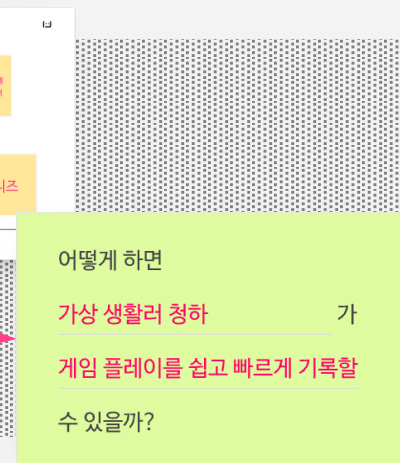
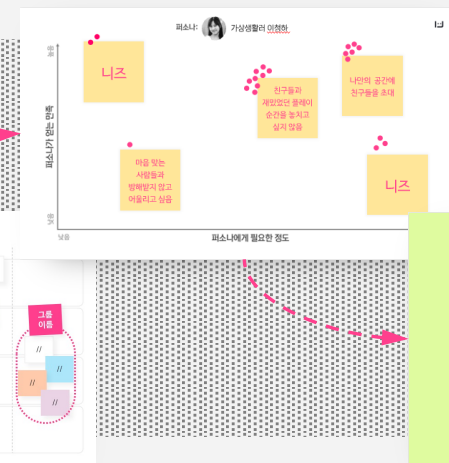
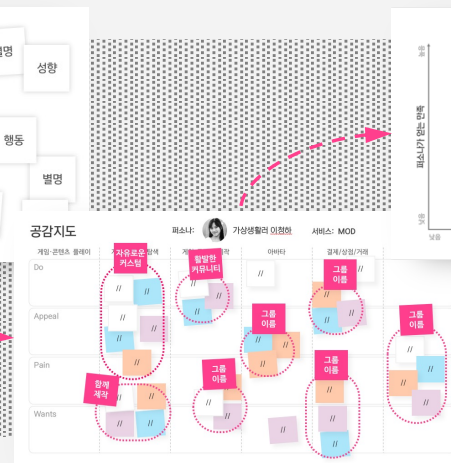
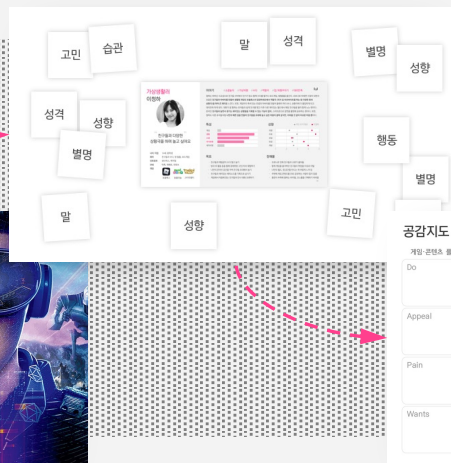
Prioritization

Defining user needs and prioritizing them

How Might We?

Defining key questions to trigger actions

Pre-Workshop Survey



Post-Workshop Survey

어떻게 하면
가상 생활러 청하 가
게임 플레이를 쉽고 빠르게 기록할
수 있을까?

Our Expectation: What we expect from you today during the workshop

Empathy



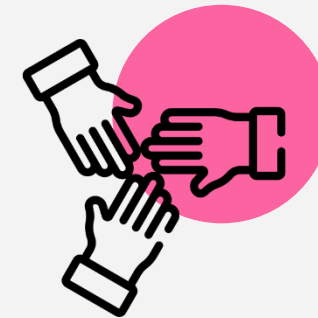
Developing empathy and gaining understanding of the users

Sharing



Sharing ideas with colleagues from diverse teams & backgrounds

Cocreation



Defining the goals of MapleStory Worlds in a collaborative setting